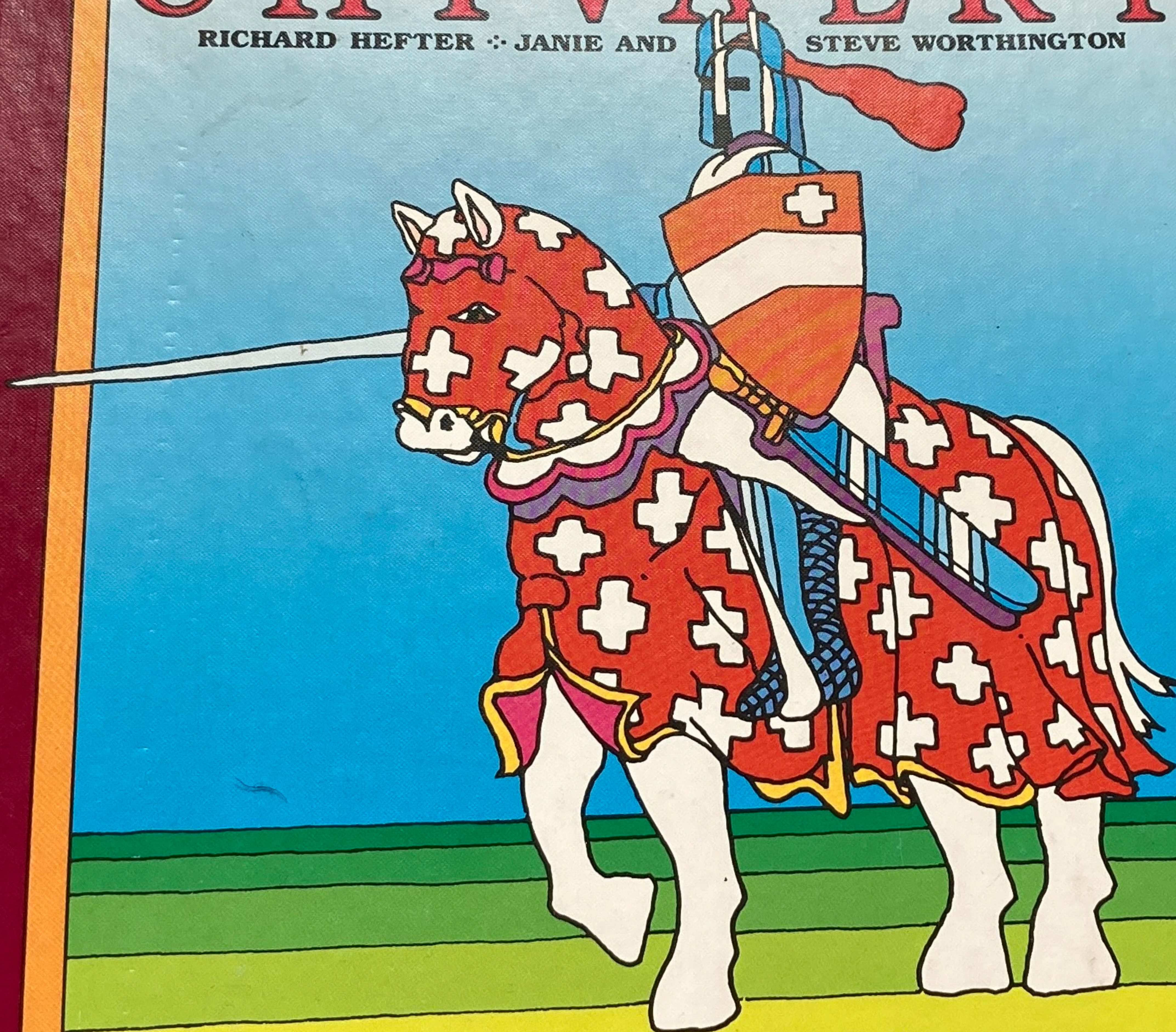


CHIVALRY™

RICHARD HEFTER • JANIE AND STEVE WORTHINGTON

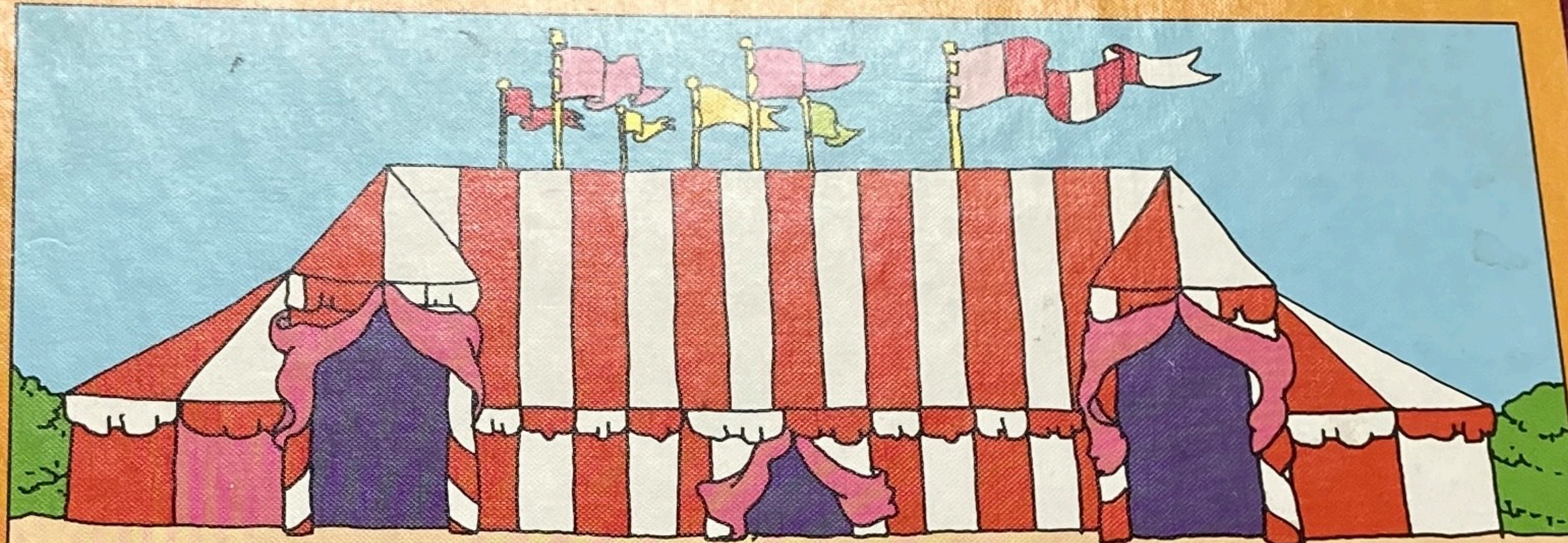


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CHIVALRY™

More than a computer game... More than a boardgame...

Chivalry combines the best of both in this action-packed adventure game for the whole family!

Here's how to play...

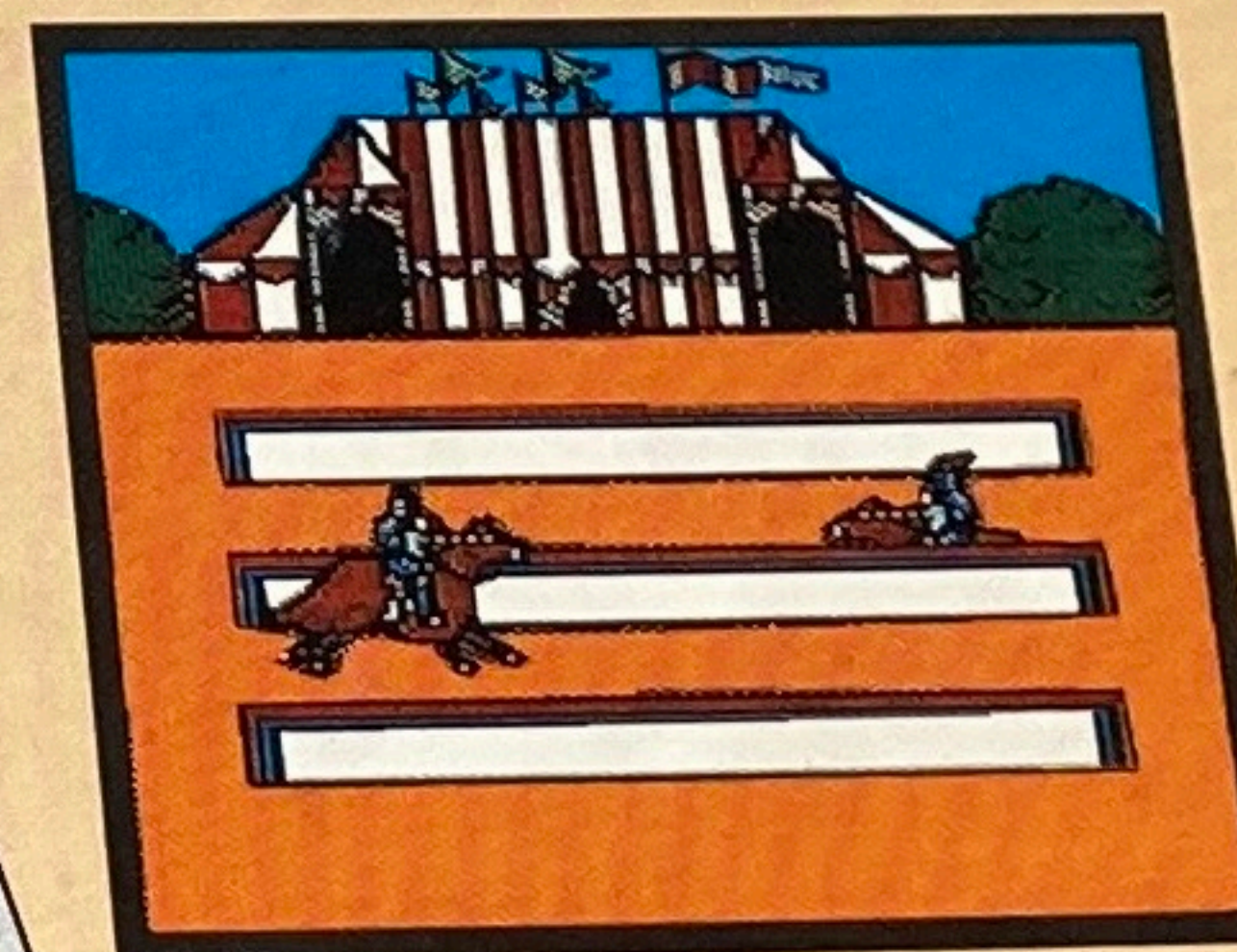
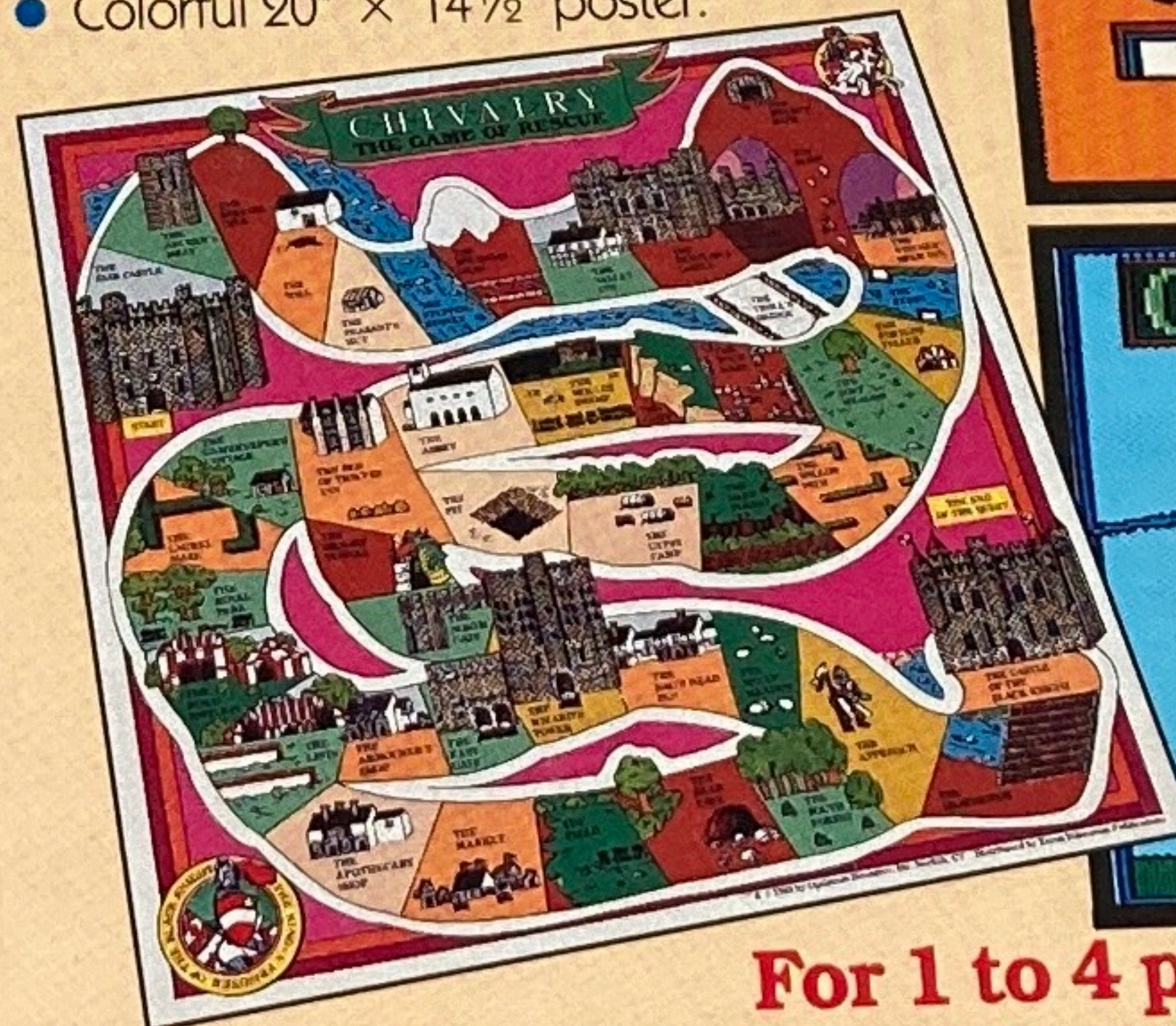
Your quest is clear and dangerous. You must be the first to rescue the king from the clutches of the evil black knight!

Your adventure will lead you on a perilous journey around the gameboard. Each move on the board could mean a challenge of skill and daring in any one of 20 arcade-style computer games.

Beware! You'll be pitted against such formidable scoundrels as thieves, witches, trolls and dragons. Your fate depends on *your* choices, *your* skill and *your* luck.

Look what's inside this package...

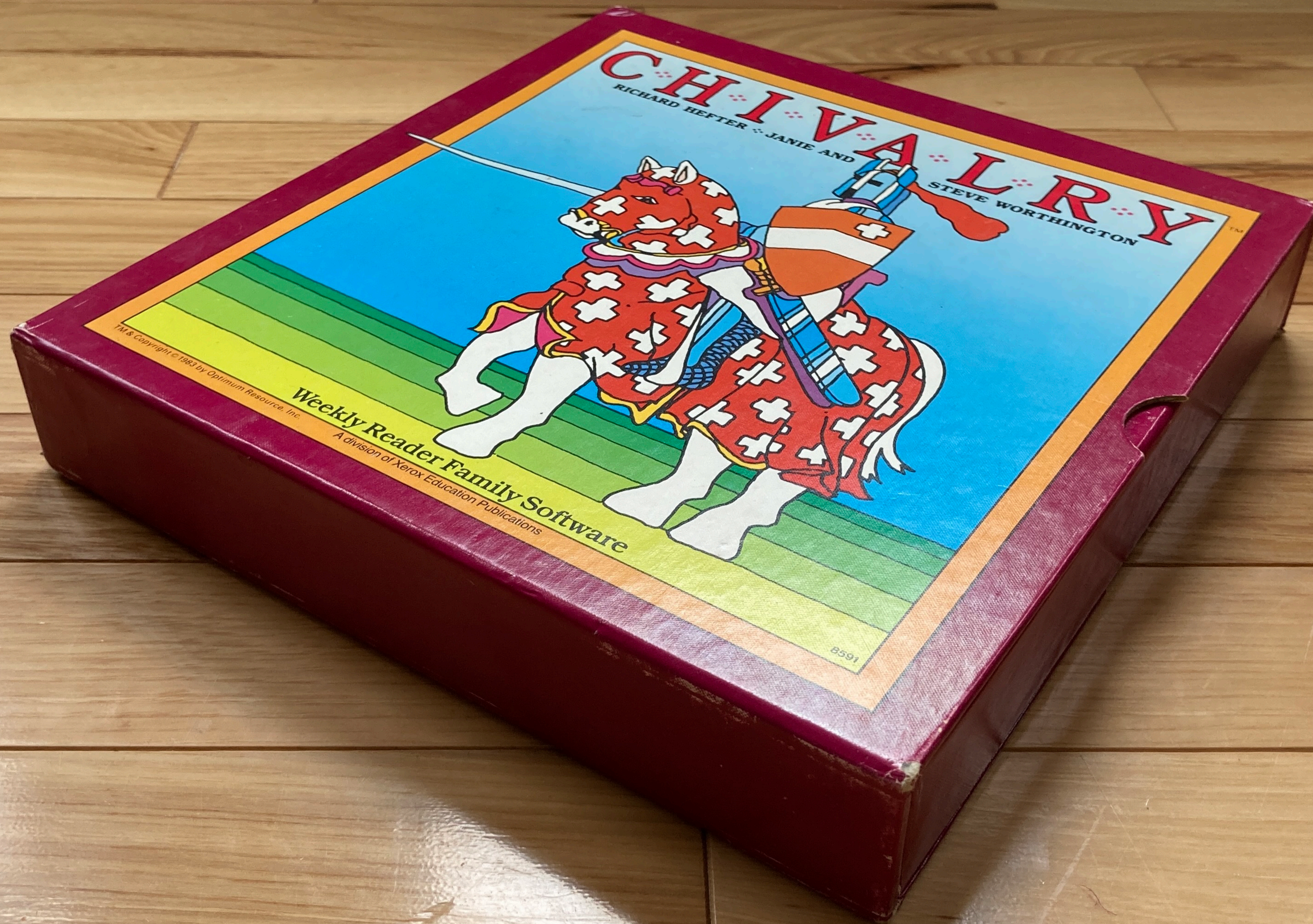
- 5¼" floppy diskette.
- Beautifully-illustrated sturdy 18" x 17" *Chivalry* gameboard.
- Four playing pieces.
- Playing instructions and strategy hints.
- Colorful 20" x 14½" poster.



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For 1 to 4 players, Ages 8 to 99!



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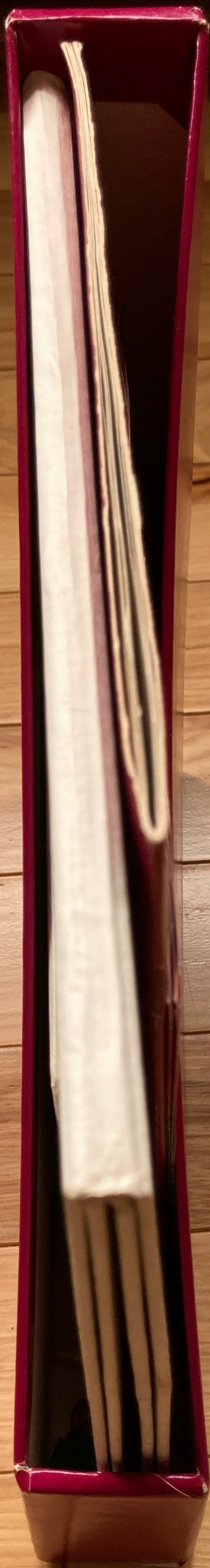
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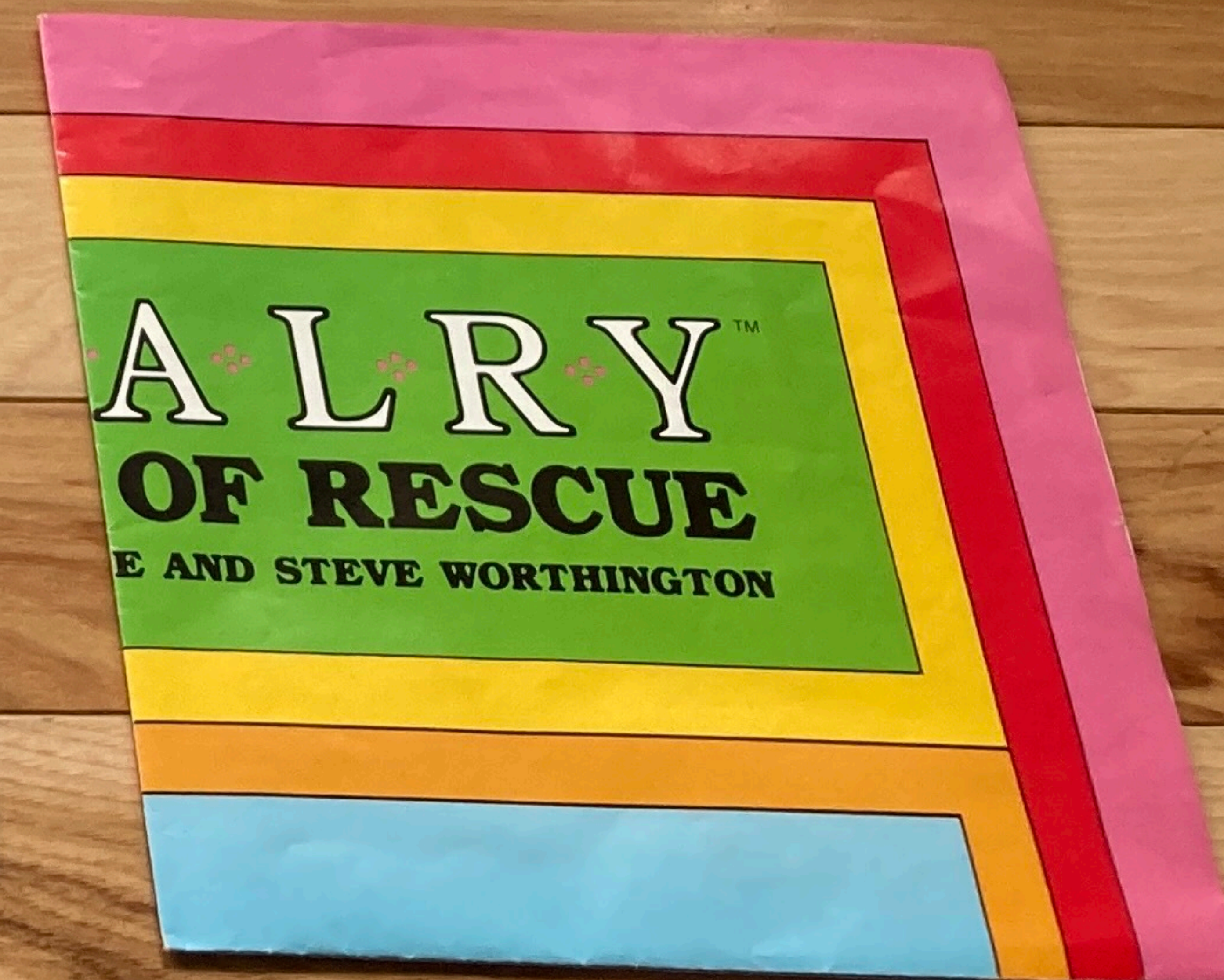
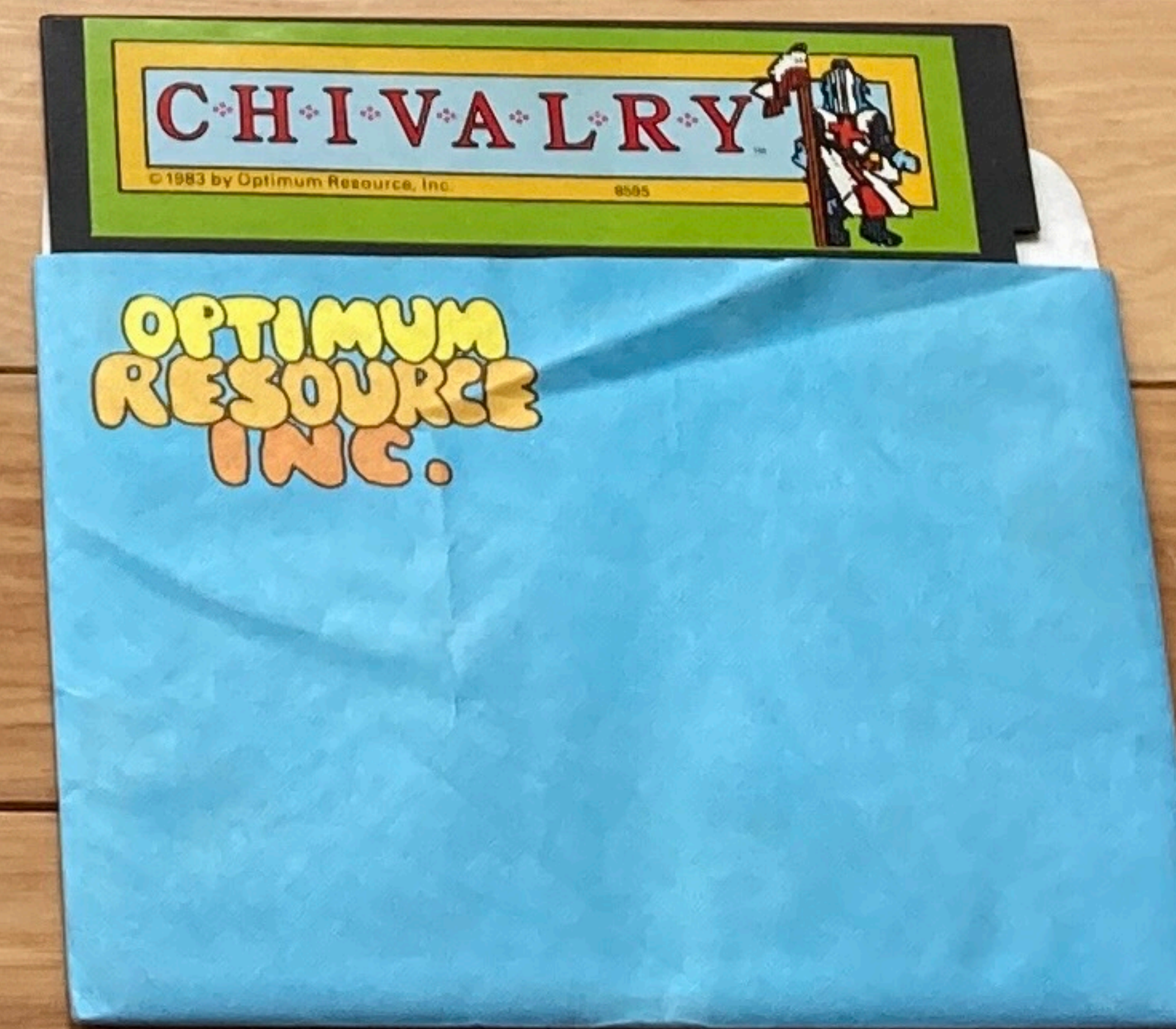
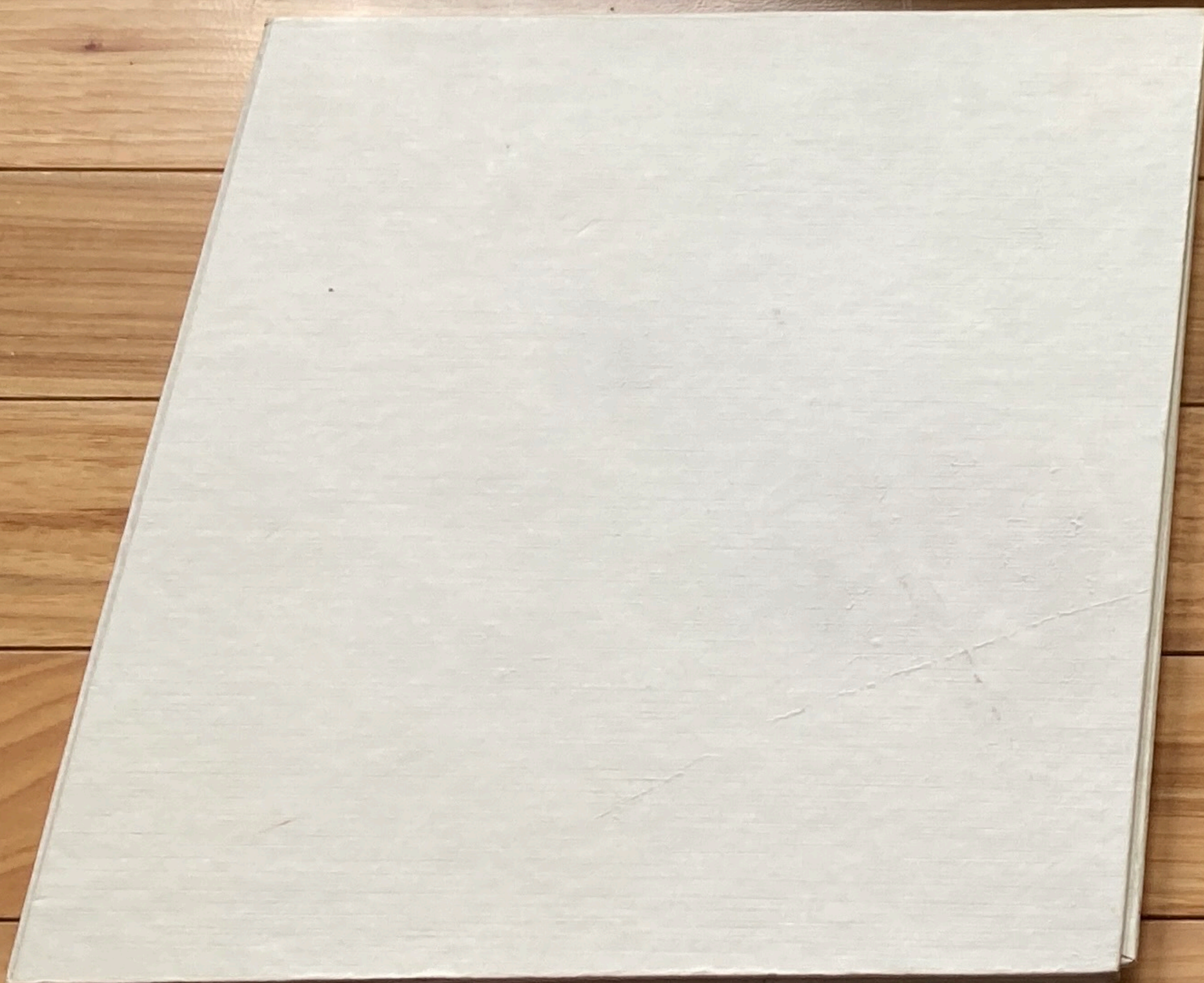
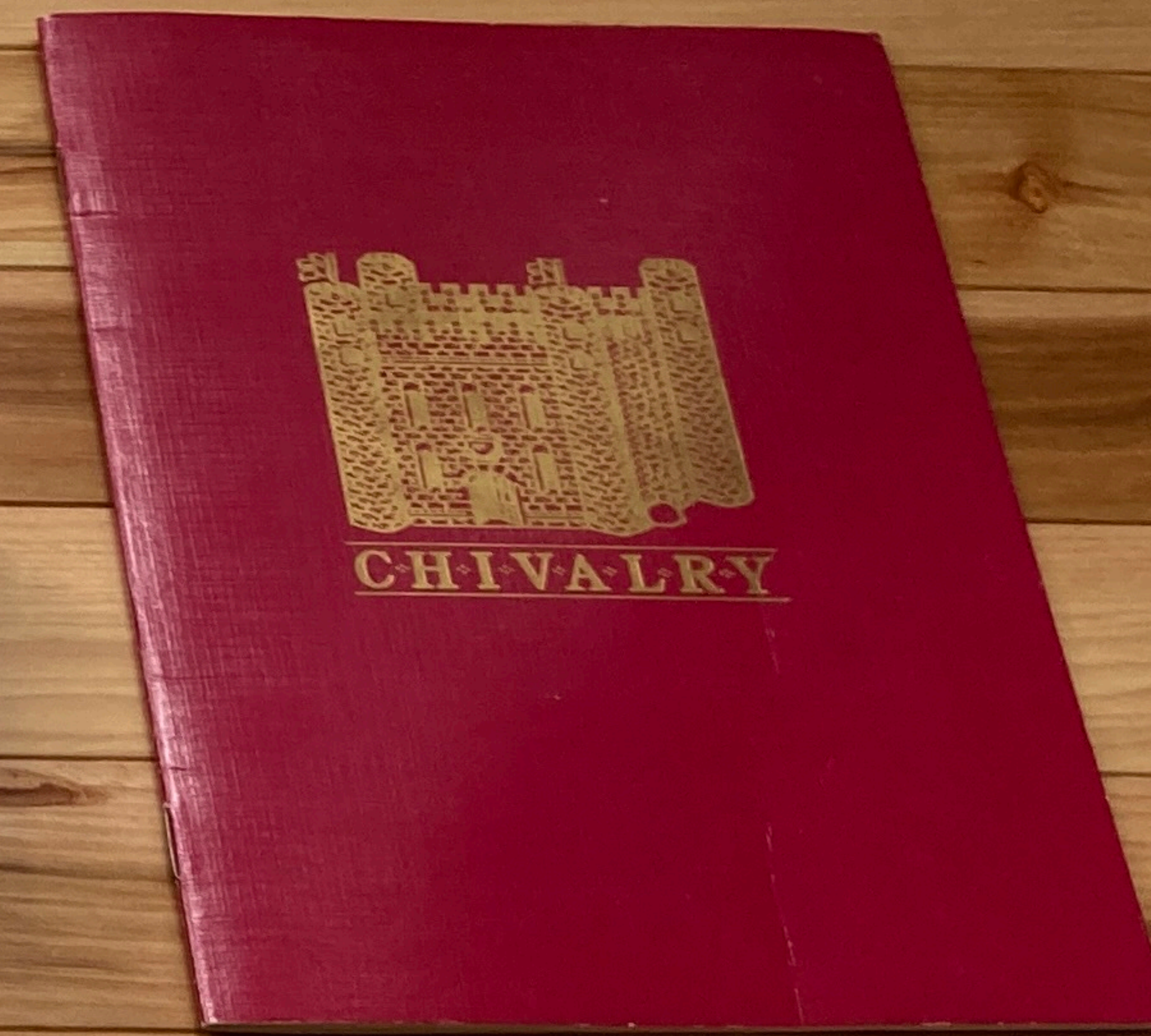
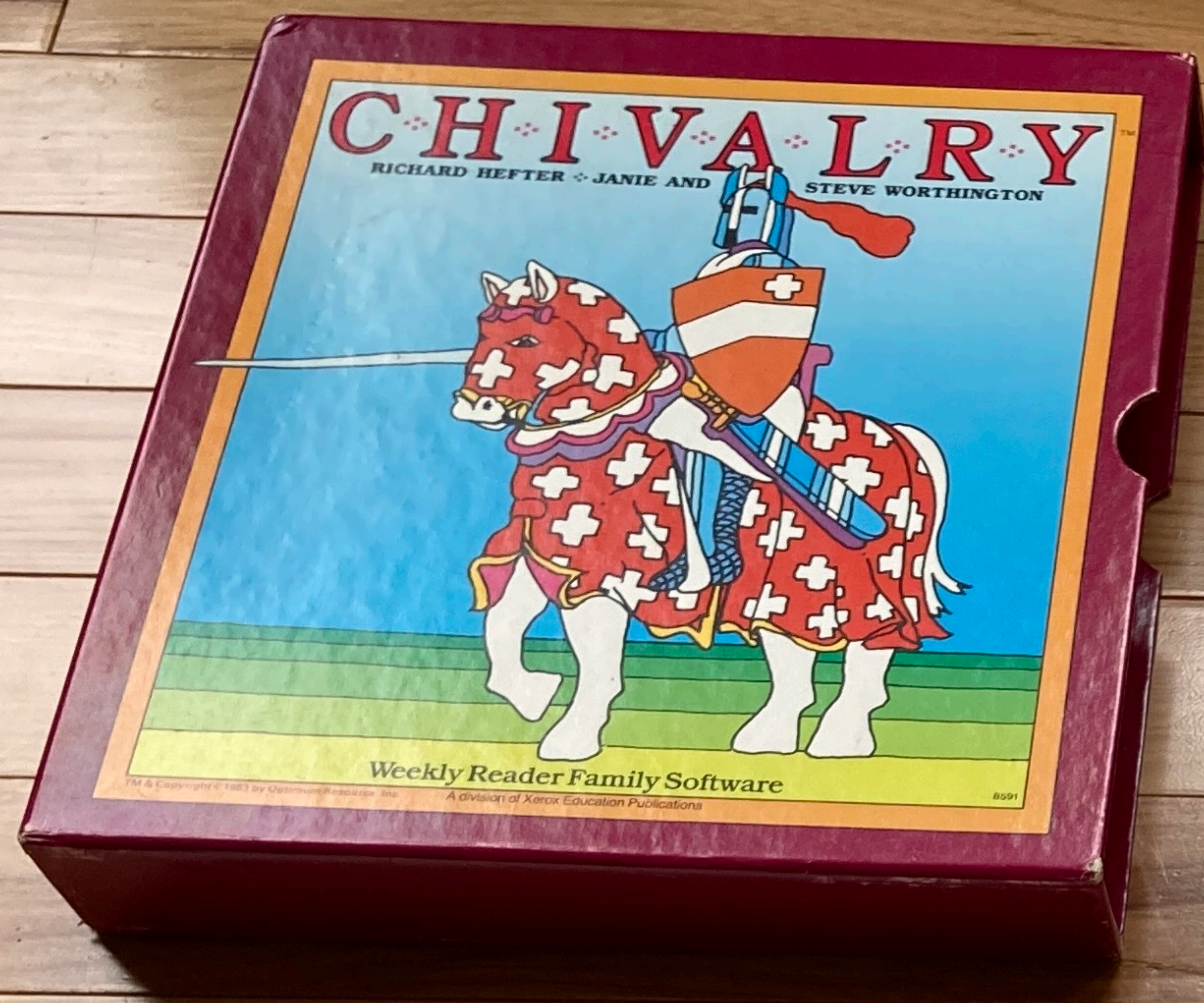
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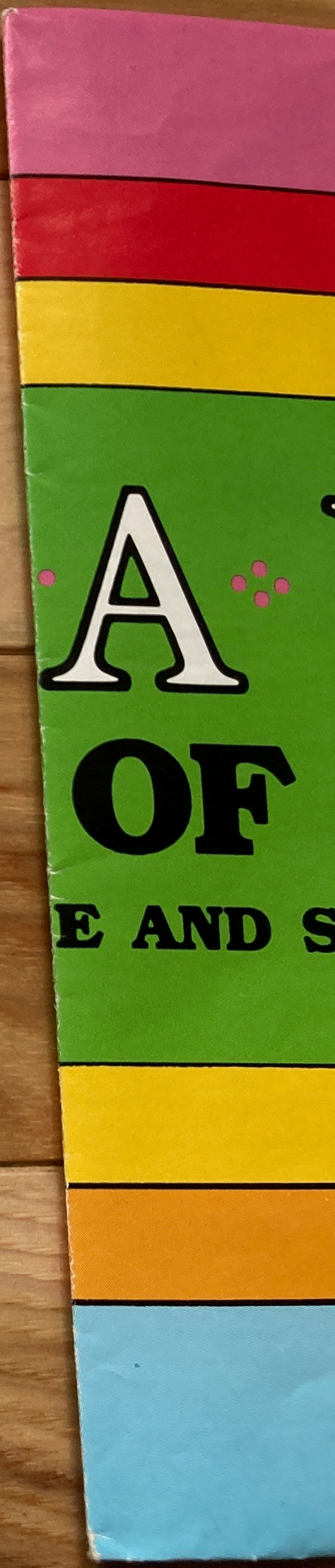
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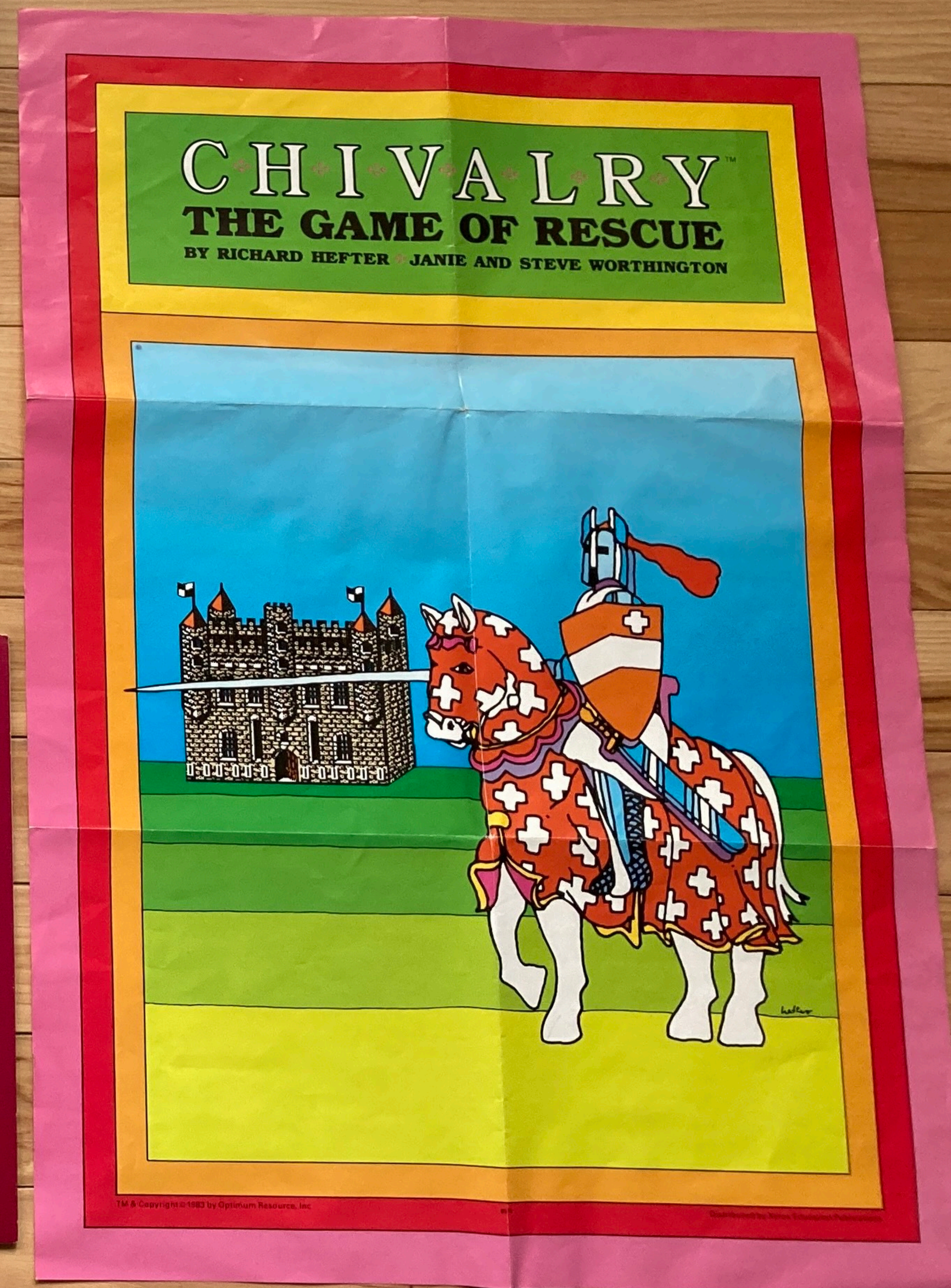
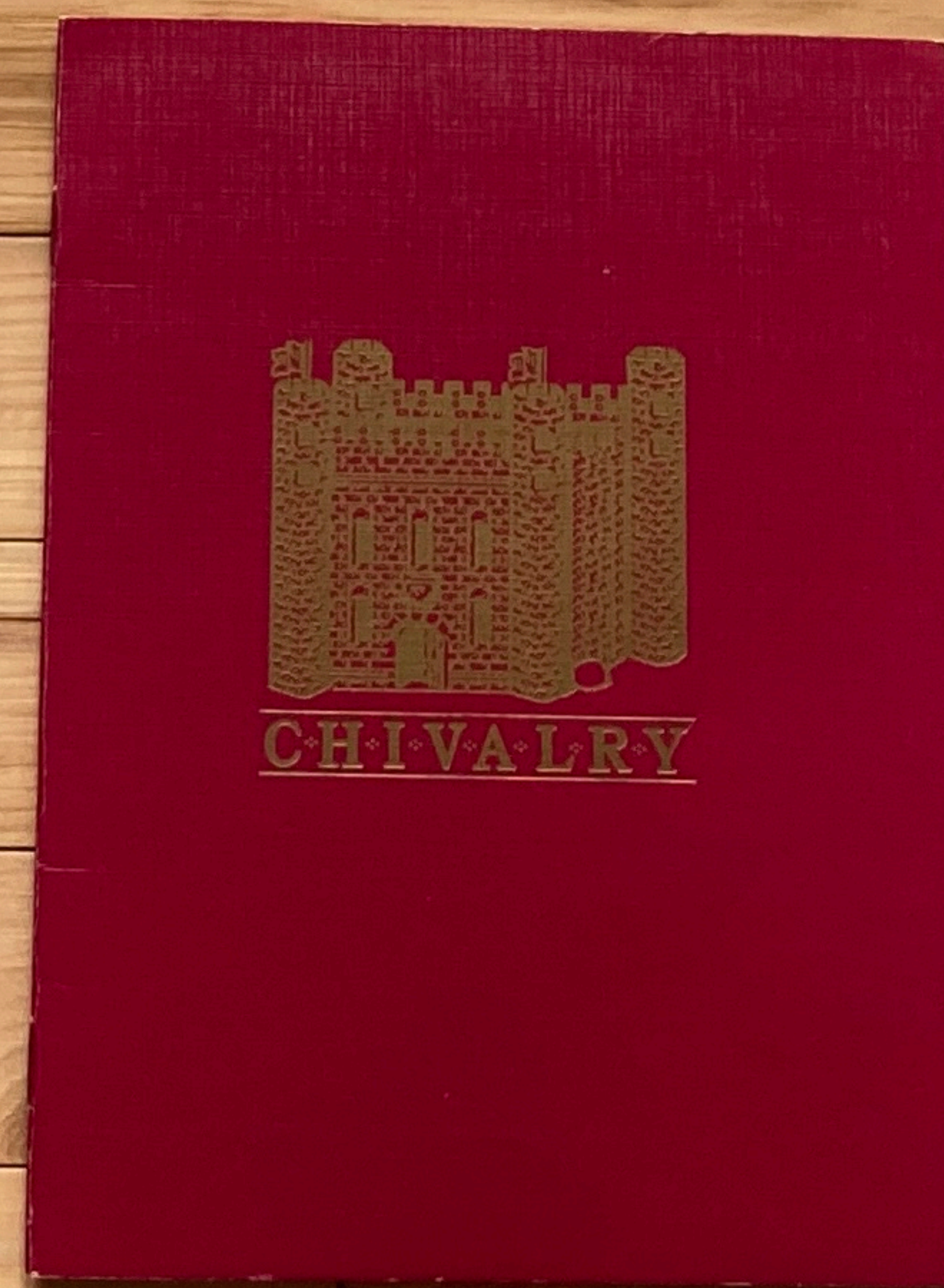
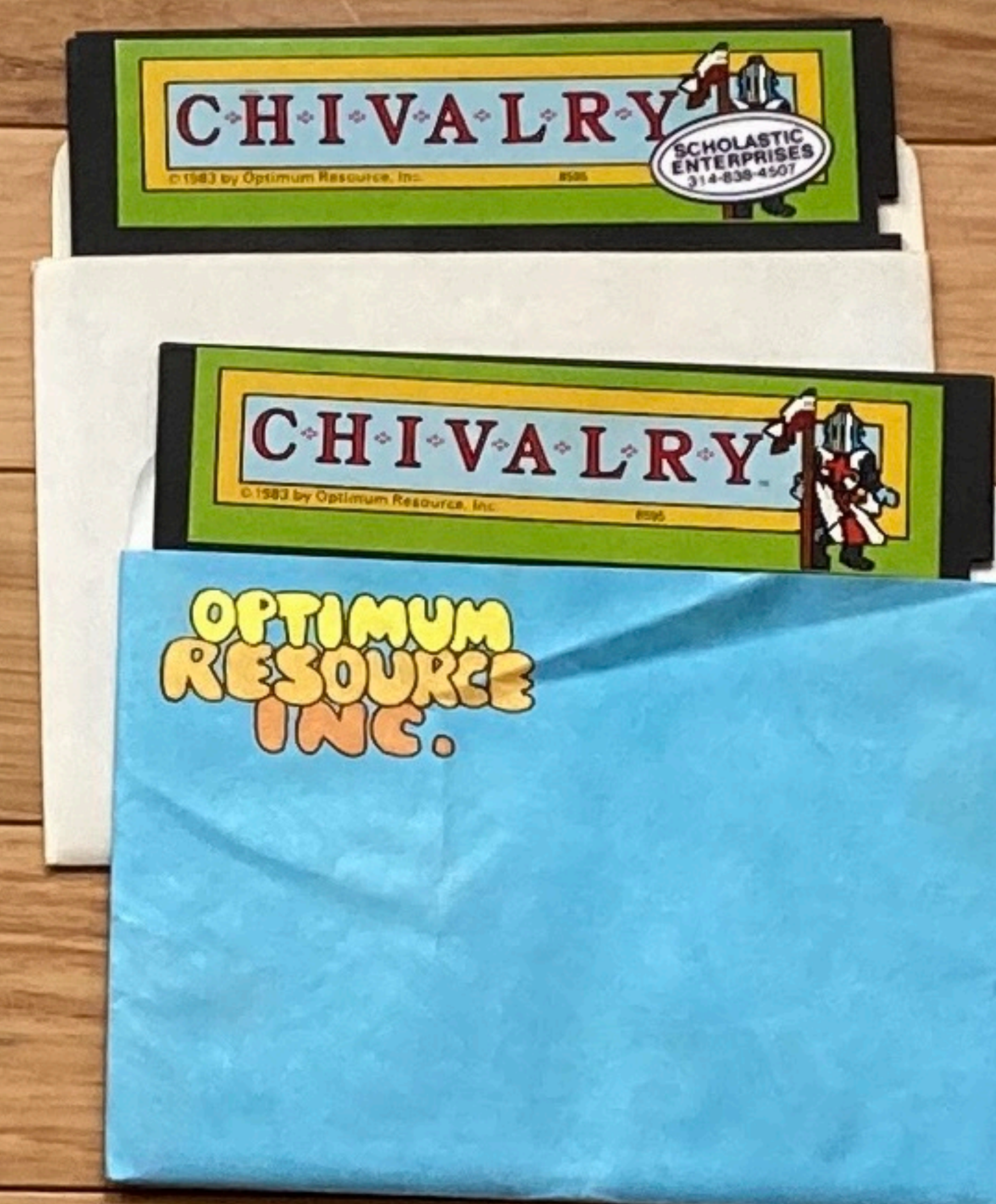
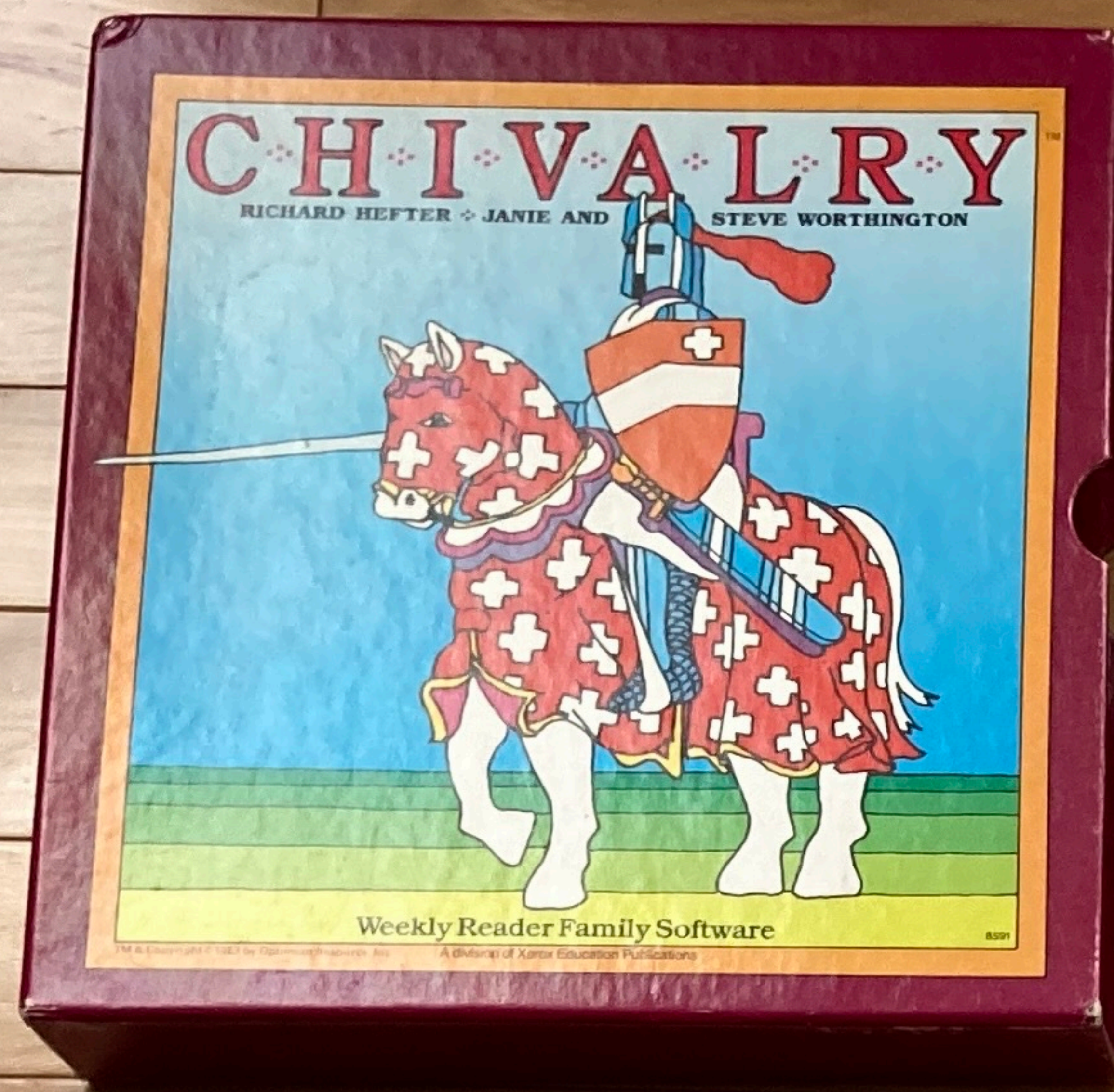
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THE GAME OF RESCUE

BY RICHARD HEFTER • JANIE AND STEVE WORTHINGTON



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THE GAME OF RESCUE

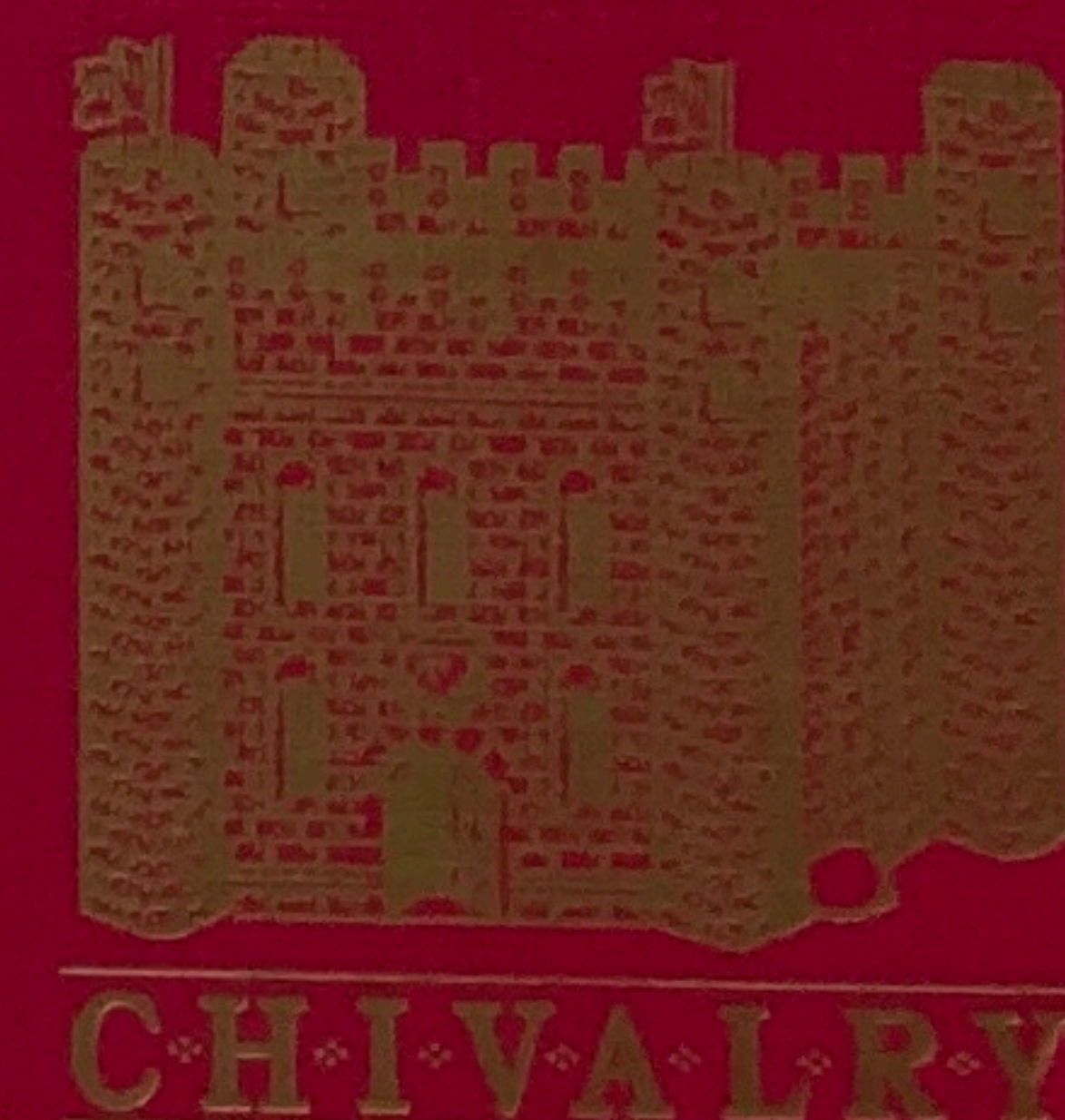


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CHIVALRY THE GAME OF RESCUE



THE END
OF THE QUEST

CHIVALRY™

THE GAME OF RESCUE

THE FAIR CASTLE

THE ARCHER'S MEET

THE ROLLING HILL

THE MILL

THE PEASANT'S HUT

THE MOUNTAIN CRAG

THE STEPPING STONES

THE VALLEY INN

THE TEMPLAR'S CASTLE

THE TUNNEL GUARDIAN

THE TROLL'S BRIDGE

START

THE GAMEKEEPER'S COTTAGE

THE DEN OF THIEVES INN

THE ABBEY

THE MOULDY SWAMP

THE CLIFF

THE ROCK MAZE

THE LAUREL

THE PIT

THE WILLOW

CHIVALRY™

THE GAME OF RESCUE



THE MILL



THE PEASANT'S HUT

THE STEPPING STONES

THE MOUNTAIN CRAG



THE VALLEY INN



THE TEMPLAR'S CASTLE



THE DWARF'S BANE

THE SLIDE



THE WITCHES' BREW INN



THE FERRY

THE FORTUNE TELLER



THE SOFT MEADOW

THE TROLL'S BRIDGE

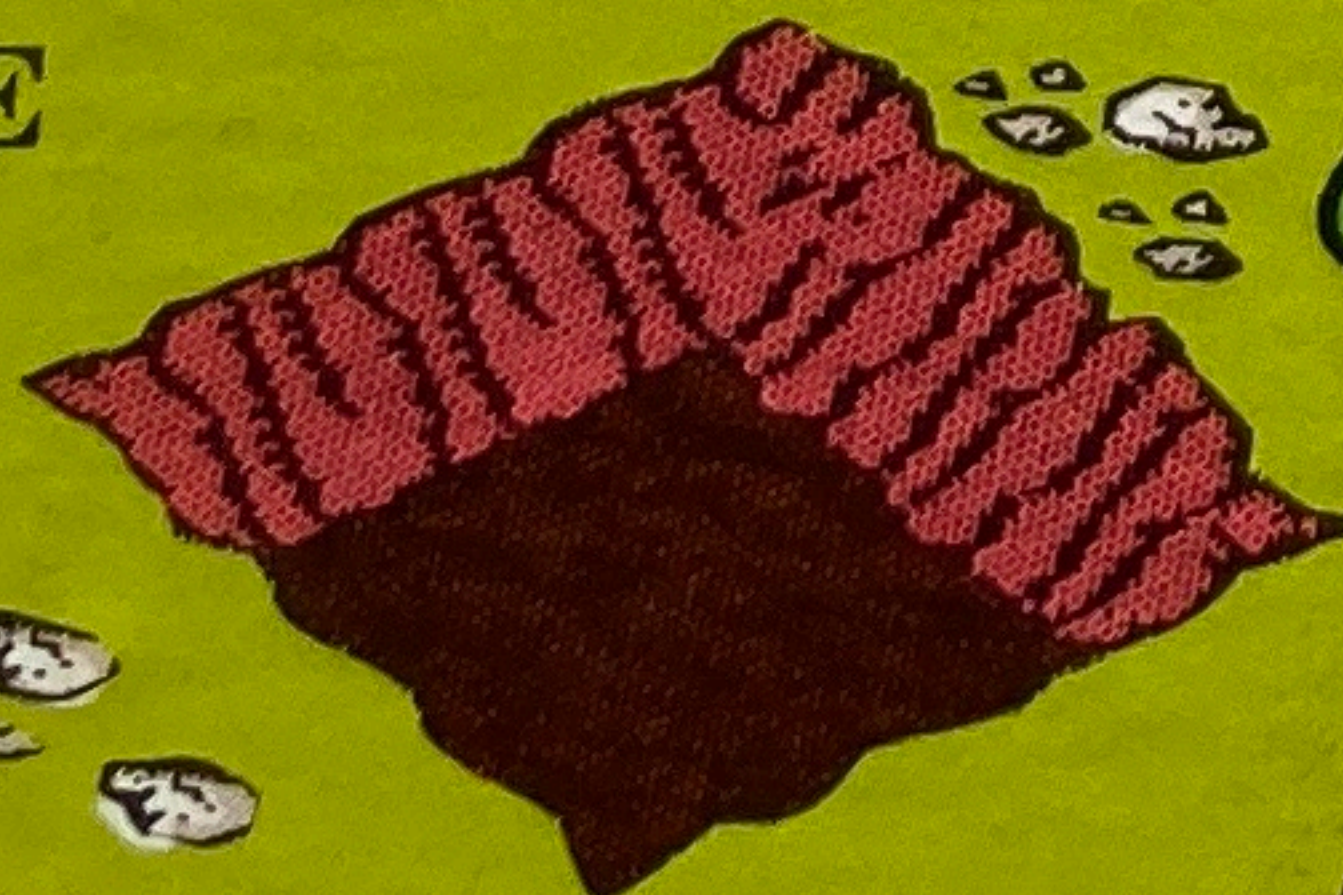
THE ROCK MAZE

THE CLIFF

THE MOULDY SWAMP

THE ABBEY

THE PIT



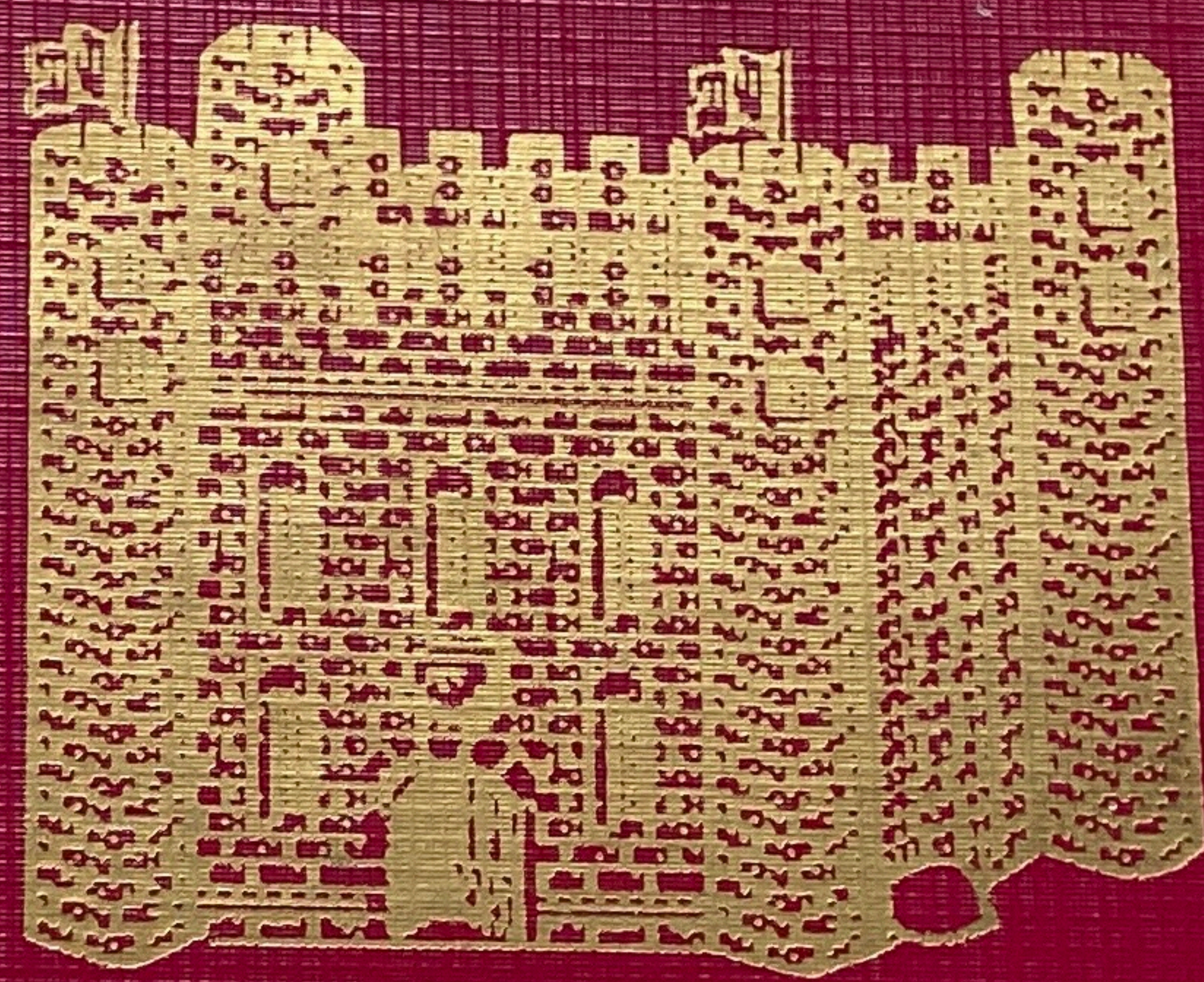
THE DARK FOREST

THE WILLOW PATH

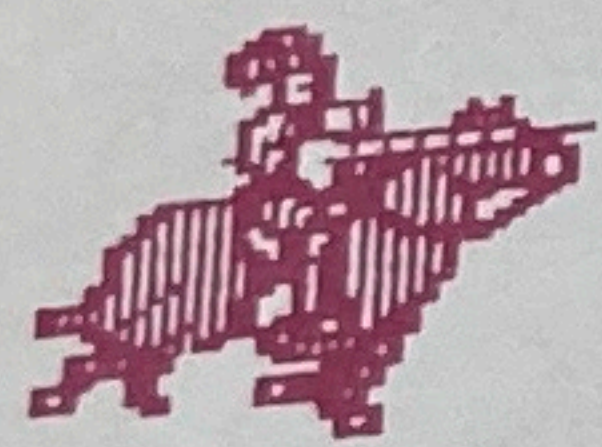
THE







CHIVALRY



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Additional graphics by Robert Highsmith.

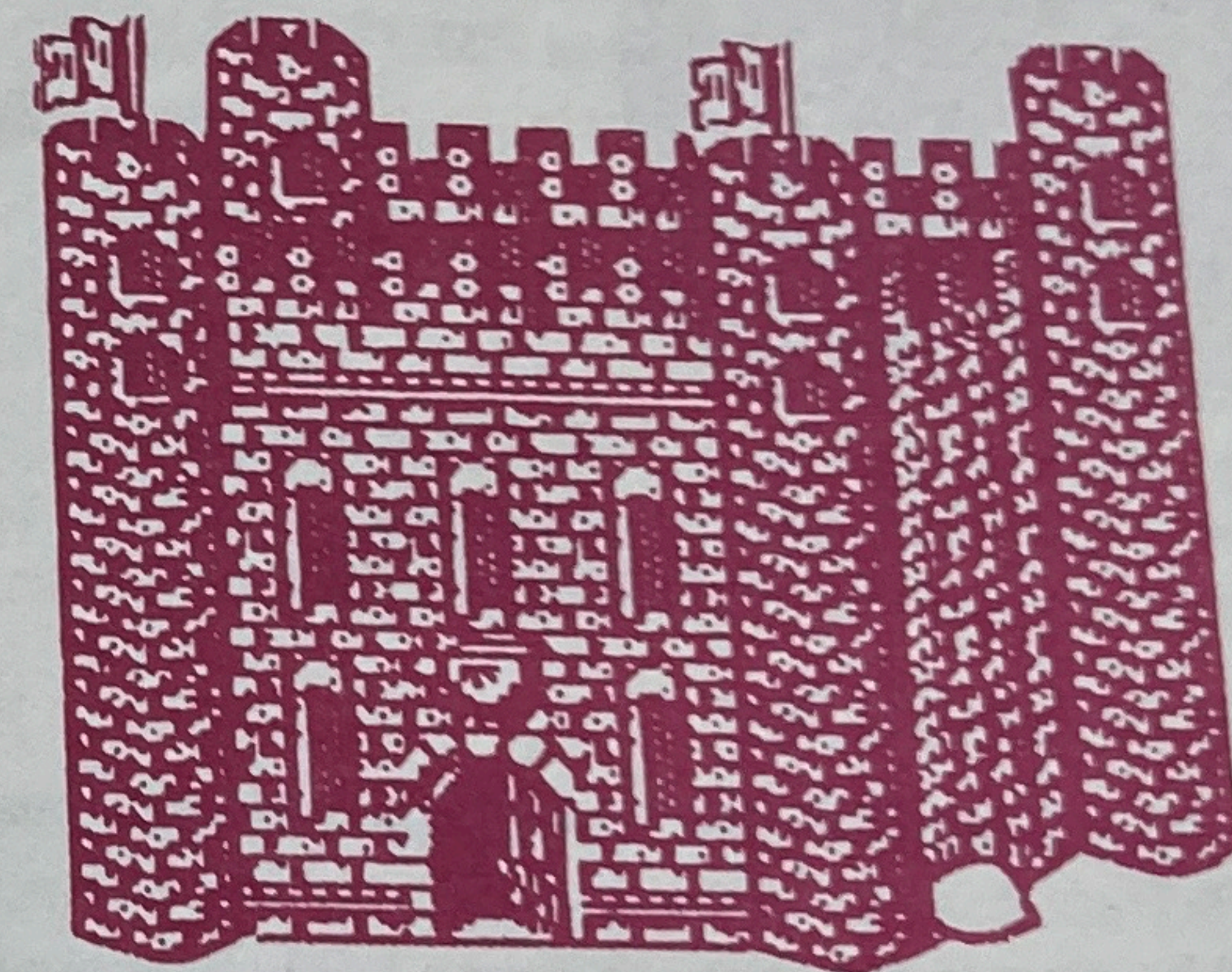
Published by Optimum Resource, Inc.
Norfolk, CT 06058

Distributed by
Weekly Reader Family Software
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CHIVALRY™

THE GAME OF RESCUE
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Janie and Steve Worthington

Warnings, Charms, and Potions

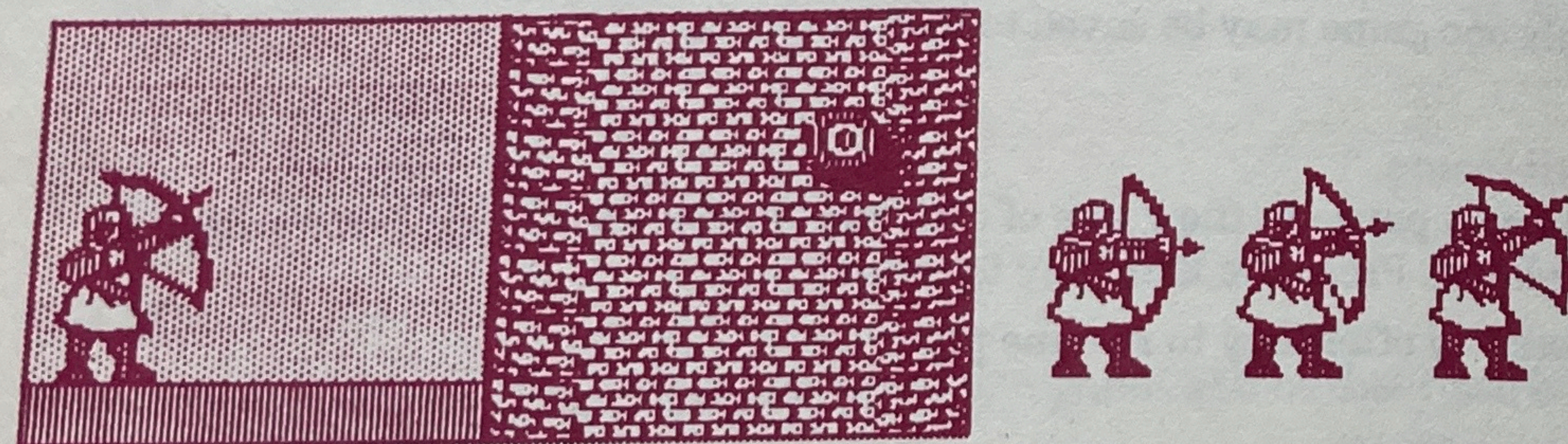
In *Chivalry* players are offered dire warnings, secret numbers, ropes, charms, and various potions during the quest to rescue the King. No further description of these occurrences will be given in the instructions. A word to the wise: choose carefully!



THE GAMES

There are more than 20 separate games contained within *Chivalry*. Some, like the shell game at The Witches' Brew Inn, need no explanation. All games can be played by following the general instructions above.

For those interested in improving the odds for winning, the following set of instructions and hints for each of the games is offered



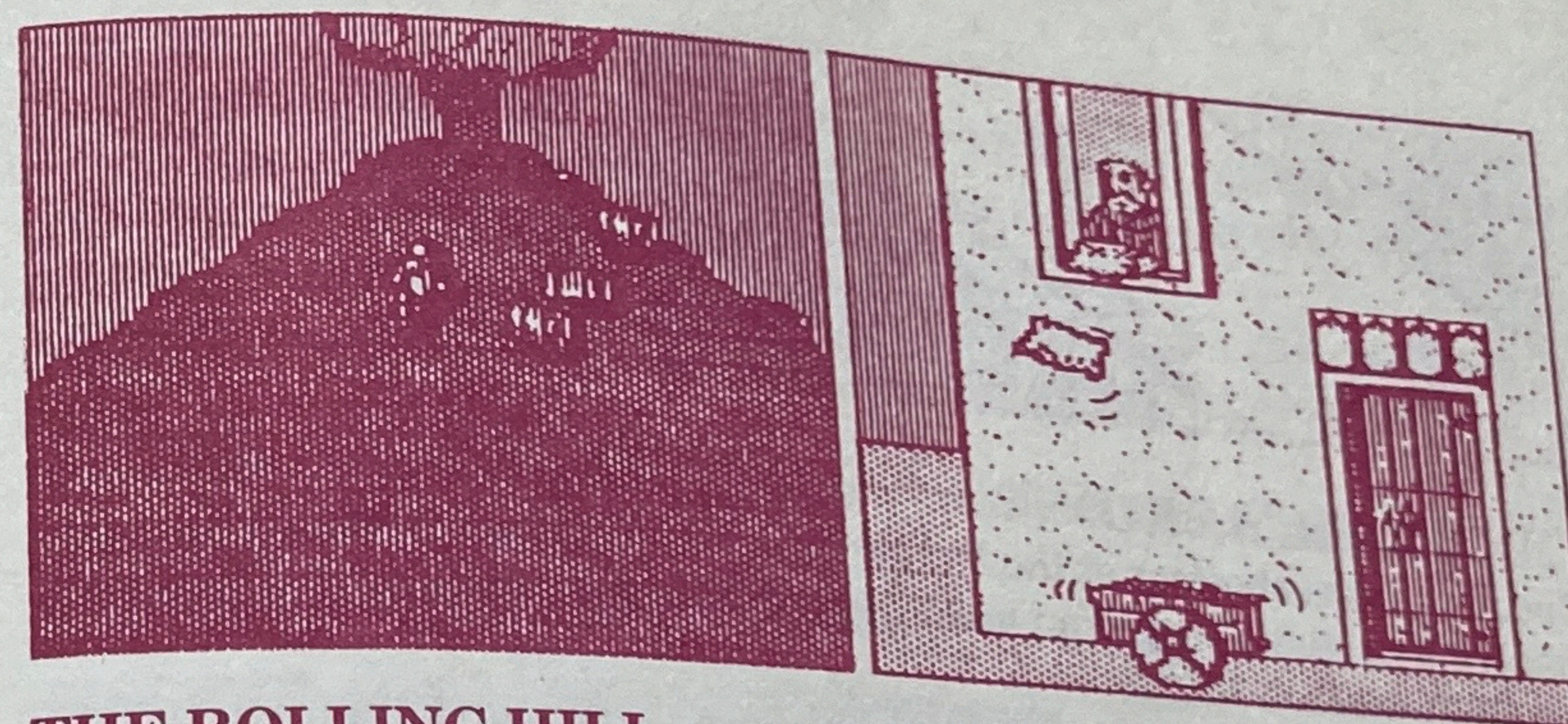
THE ARCHER'S MEET

You will be given five arrows with which to hit the moving target.

KEYBOARD: The left arrow ◀ moves the bow up. The right arrow ▶ moves it down. The space bar fires an arrow.

PADDLE: The paddle wheel turned left moves the bow up; turned right, down. The button fires an arrow.

HINT: Take your time. Remember that arrows curve in flight. So aim carefully.



THE ROLLING HILL

Try to reach the tree at the top of the hill without getting hit by a barrel.

KEYBOARD: The left arrow moves you to the left. The right arrow moves you to the right. The space bar moves you up the hill on the diagonal.

PADDLE: The wheel turned left moves you to the left; turned right, to the right. The button moves you up the hill on the diagonal.

HINT: You are always in motion. You must avoid the barrels while moving steadily up the hill.

THE MILL

If you decide to stay and help the miller, he will begin to toss sacks of flour down at you. You must catch the sacks of flour in your wagon.

KEYBOARD: The left and right arrows move your wagon to the left and to the right. The space bar stops it from moving.

PADDLE: The paddle wheel moves your wagon to the left and to the right. The button stops it from moving.

HINT: It is most important to stop the wagon under the sack.

THE STEPPING STONES

You must cross the river by jumping from stone to stone.

KEYBOARD: The left and right arrows move you to the left and to the right. The space bar makes you jump.

PADDLE: The wheel moves you to the left and to the right. The button makes you jump.

HINT: You are always moving. Be quick. Don't fall in!

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